

**BY ORDER OF THE  
SECRETARY OF THE AIR FORCE**

**AIR FORCE INSTRUCTION 10-230**

**1 JULY 1998**



**AIR FORCE SPACE COMMAND  
Supplement 1**

**2 AUGUST 1999**

**Operations**

**PARTICIPATION IN KEY EXERCISES AND  
WARGAMES**

**COMPLIANCE WITH THIS PUBLICATION IS MANDATORY**

---

**NOTICE:** This publication is available digitally on the AFSPC WWW site at: <http://midway.spacecom.af.mil/pubs>. If you lack access, contact your Publishing Distribution Office (PDO).

---

OPR: HQ USAF/XOCW (Col William Barker)

Certified by: HQ USAF/XOC  
(Maj Gen James Sandstrom)

Pages: 30

Distribution: F

---

This instruction implements portions of [AFPD 10-2](#), *Readiness*, and [AFPD 16-10](#), *Modeling and Simulation Management*, and amplifies certain aspects of [AFI 10-204](#), *Participation in the Military Exercise Program*. It applies to key exercises and wargames that will have an impact on future Air Force doctrine, force structure and employment concepts. For these key exercises and wargames, it creates a requirement for HQ USAF and MAJCOM exercise and wargame coordination teams to advocate proper representation of aerospace power and to support Air Force exercise and wargame staffs during planning, execution, and post-exercise assessments. It also creates a requirement to develop an Air Force Key Exercise and War-game Events Schedule to guide Air Force planning efforts for technology insertions, concept experiments, doctrine assessments, and modeling and simulation (M&S) support during key exercises and wargames. In addition, it establishes procedures for keeping the senior Air Force leadership informed of ongoing planning, execution and post-exercise assessment activities. Finally, it establishes procedures for Air Force Reserves Command (AFRC) and Air National Guard (ANG) wargaming augmentee support to wargaming centers, Air Force Forces (AFFOR) Staffs and agencies planning and conducting selected exercises and wargames.

**(AFSPC) The OPR for this supplement is HQ AFSPC/DOTG (Maj John Gentry). This supplement implements and extends the guidance of Air Force Instruction (AFI) 10-230, *Participation In Key Exercises And Wargames*. The AFI is published word-for-word without editorial review. Air Force Space Command (AFSPC) supplemental material is indicated in bold face. This supplement describes AFSPC's procedures for use in conjunction with the basic AFI. This supplement is applicable to HQ AFSPC and all subordinate units. This publication applies to the Air National Guard (ANG) only upon mobilization and when published in the ANGIND2. The purpose of this supplement is to amplify Air Force direction, identify specific Offices of Primary Responsibility (OPR),**

and specify AFSPC unique or specific procedures. Upon receipt of this integrated supplement discard the Air Force basic publication.

<b>Chapter 1— PURPOSE, OBJECTIVES AND CONCEPT OF OPERATIONS</b>	<b>4</b>
1.1. Purpose. ....	4
1.2. Objectives. ....	4
1.3. Concept of Operations. ....	5
<b>Chapter 2— RESPONSIBILITIES</b>	<b>7</b>
2.1. Headquarters, United States Air Force (HQ USAF): ....	7
2.2. Major Commands (MAJCOMs): ....	9
2.3. Direct Reporting Units (DRUs) and Field Operating Agencies (FOAs): ....	11
2.4. Other Specifically Tasked Units: ....	12
<b>Chapter 3— PROCEDURES</b>	<b>15</b>
3.1. Development of the AFKEWL. ....	15
3.2. Development of the AFKEWES. ....	15
3.3. Procedures for Conduct of Key Exercises: ....	16
3.4. Procedures for Conduct of Key Title X Wargames: ....	16
3.5. Procedures for AFRC and ANG Wargaming Support. ....	17
<b>Attachment 1— GLOSSARY OF REFERENCES AND SUPPORTING INFORMATION</b>	<b>18</b>
<b>Attachment 2— AIR FORCE EXERCISE/WARGAME COORDINATION TEAM                   (AFECT)</b>	<b>21</b>
<b>Attachment 3— MAJCOM EXERCISE AND WARGAME COORDINATION TEAMS</b>	<b>23</b>
<b>Attachment 4— AIR FORCE KEY EXERCISE AND WARGAME LIST (AFKEWL)                   (EXAMPLE)</b>	<b>24</b>
<b>Attachment 5— AIR FORCE KEY EXERCISE AND WARGAME EVENTS SCHEDULE                   (AFKEWES)</b>	<b>25</b>
<b>Attachment 6— SETTING HQ USAF GOALS AND OBJECTIVES</b>	<b>28</b>
<b>Attachment 7— THE PRIME WARRIOR TRAINING PROGRAM</b>	<b>30</b>
<b>Attachment 8— AFRC AND ANG SUPPORT FOR KEY EXERCISES AND WARGAMES</b>	<b>31</b>

## Chapter 1

### PURPOSE, OBJECTIVES AND CONCEPT OF OPERATIONS

**1.1. Purpose.** This Air Force Instruction (AFI) establishes guidance for Headquarters United States Air Force (HQ USAF), major commands (MAJCOMs), direct reporting units (DRUs), field operating agencies (FOAs), numbered air forces (NAFs), Air University (AU), Warfare Centers, Wargaming Centers, Battlelabs, designated Air Force Forces (AFFOR) headquarters, and other agencies that support key exercises and wargames. The provisions contained herein apply to exercises and wargames of major importance to HQ USAF that will have an impact on future Air Force doctrine, force structure, and employment concepts.

**1.1.1. (Added-AFSPC) Within AFSPC this instruction establishes guidance for HQ AFSPC directorates, the Space Warfare Center (SWC), the Space Battlelab, Numbered Air Forces (NAFs) and units to participate in exercises, demonstrations, experiments and wargames in support of the AFSPC mission.**

**1.1.2. (Added-AFSPC) HQ AFSPC will form a Scheduling Integrated Process Team (SIPT), which will act as the exercise and wargame coordination body for AFSPC. The SIPT is composed of representatives from HQ AFSPC/ DOM, DOO, DOT, DOY, IGX, LGX, SCX, XPX; HQ USAF/XOOT; HQ ACC/DOO, as well as representatives from the SWC, the NAFs, and appropriate units. The SIPT will be convened as required, but with a goal of quarterly. SIPT tasks. The SIPT will prioritize AFSPC exercise and wargame support requirements based on each event's value to the command. The final product will be briefed to the O-6 Board of Directors.**

**1.2. Objectives.** This AFI is designed to create an institutional approach whereby all Air Force stakeholders, from HQ USAF operations, intelligence, installations and logistics, acquisition, communications and other supporting staffs down to individual exercise and wargame participants, are part of a single, focused Air Force team. This team strives for appropriate and accurate representation of aerospace power and deliberate and reasoned assessments of new technologies, doctrine and employment concepts. Specific objectives of this AFI are to:

**1.2.1. Establish the HQ USAF Directorate of Command and Control (HQ USAF/XOC) as the HQ USAF integrator for key exercises and HQ USAF/XOC and the HQ USAF Directorate of Strategic Plans (HQ USAF/XPX) as the HQ USAF integrators for Title X wargames identified in the Air Force Key Exercise and Wargame List (AFKEWL). The AFKEWL is a list of exercises and Title X wargames of major importance to HQ USAF. It is initially approved by HQ USAF/XOC and HQ USAF/XPX and includes Air Force goals. This list will be continuously updated by the AFECT with HQ USAF/XOC and HQ USAF/XPX approval based on changes to the overall exercise schedule.**

**1.2.2. Create an 0-6 level Air Force Exercise/Wargame Coordination Team (AFECT) under HQ USAF/XOCW and HQ USAF/XPXC leadership with HQ USAF/ILXX as a core member to facilitate pro-active HQ USAF participation in, and support to, key exercises and wargames. The AFECT will be supported by Support Coordination Teams (SCTs) which are ad-hoc action officer groups formed, as required, for each exercise or wargame on the AFKEWL. These groups will be led by the appropriate exercise project officer in the Air Force Agency for Modeling and Simulation (AFAMS) for key**

exercises and by the appropriate wargame project officer in HQ USAF/XOC or HQ USAF/XPX for key wargames based on which deputate is Office of Primary Responsibility (OPR).

1.2.3. Establish exercise/wargame coordination teams at MAJCOMs identified as OPR for key exercises or wargames. These teams will integrate the activities of subordinate units and supporting commands and keep the AFECT apprised of ongoing planning actions and issues requiring resolution.

1.2.4. Develop the Air Force Key Exercise and Wargame Events Schedule (AFKEWES) which will integrate key exercises and wargames with specific Air Force objectives for conduct of technology insertions, concept experiments, doctrine assessments, and Modeling and Simulation (M&S) support.

1.2.5. Integrate HQ USAF agencies in the planning, execution, and post-exercise assessment processes for key exercises and wargames and keep the senior Air Force leadership informed of exercise and wargame results.

1.2.6. Improve the effectiveness and fidelity of exercise and wargame M&S support to ensure accurate and appropriate representations of aerospace power.

1.2.7. Establish a formal process for implementing Air Force plans to leverage exercises for technology insertions, concept experiments, doctrine assessments, and M&S support.

1.2.8. Continue to provide pre-exercise training programs through the ACC/AETC Prime Warrior Training Program to better articulate how aerospace power contributes to a theater campaign and to provide participants with training on limitations associated with wargaming models.

1.2.9. Support procedures for use of AFRC and ANG Wargaming Support Teams and individual augmentees to assist exercise Wargaming Centers, AFFORs, and agencies conducting exercises and wargames.

### **1.3. Concept of Operations.**

1.3.1. HQ USAF/XOC will establish the AFECT to integrate HQ USAF stakeholders in support of AF equities during key exercises and wargames and to assist MAJCOM exercise and wargame coordination teams. The AFECT will be an 0-6 level team Co-Chaired by HQ USAF/XOCW and HQ USAF/XPXC and include core (or permanent) representatives from HQ USAF/XOC, XOI, XOO, XOR, ILX, the Air Force Agency for Modeling and Simulation (AFAMS), the Air Force Doctrine Center (AFDC), and other offices and agencies that are the HQ USAF Office of Primary Responsibility (OPR) for key exercises and wargames. The AFECT will also include other members on an as needed (or ad hoc basis) such as representatives from HQ USAF/AQ, SC, DP, RE, JA, and NGB along with representatives from DRUs, FOAs, wargaming centers, and other agencies, as required. SCTs under the leadership of OPRs for each key exercise or wargame will provide responsive staff support to the AFECT. These groups will generally mirror the 0-6 members of the AFECT. [Attachment 2](#) contains the AFECT charter.

1.3.2. Concurrent with establishing the AFECT, MAJCOMs responsible for key exercises and wargames will establish exercise/wargame coordination teams to facilitate MAJCOM support. These teams will work closely with the AFECT, other MAJCOMs, exercise AFFORs, agencies conducting wargames, and AF stakeholders in other agencies to ensure that all aspects of exercise and wargame support are provided to meet Air Force requirements. MAJCOM coordination teams will act as a clearinghouse for ensuring that all requirements are met and/or forward shortfalls beyond their capa-

bility to meet to other MAJCOM teams, DRUs, FOAs or HQ USAF, as required. The outline for MAJCOM exercise and wargame coordination team charter is at [Attachment 3](#).

1.3.3. The AFECT begins with development of the AFKEWL which identifies key exercises and wargames along with HQ USAF and MAJCOM OPRs, and overarching AF goals. The AFKEWL identifies those specific exercises and wargames in the overall Air Force exercise program that are of major importance to HQ USAF and subject to the provisions of this AFI. The initial AFKEWL is approved by HQ USAF/XOC and HQ USAF/XPX and can be changed by the AFECT with later approval by HQ USAF/XOC or HQ USAF/XPX based on which directorate is OPR for the exercise or wargame being changed. [Attachment 4](#) contains an example of the AFKEWL.

1.3.4. Based on the approved list of key exercise and wargames in the AFKEWL, the AFECT will develop the AFKEWES to serve as a schedule for planning the most advantageous way to support key exercises and wargames. The AFKEWES will comprise the plan that ties HQ USAF objectives for technology insertions, concept experiments, doctrine assessments, and M&S support to specific key exercises and wargames. Although the initial AFKEWES will be approved by HQ USAF/XOC and HQ USAF/XPX, it is a living document that will change as required to remain current with ongoing changes in individual exercises and wargames. Substantive changes will require the approval of AF/XOC for exercises and wargames under the purview of AF/XO and AF/XPX for wargames under the purview of AF/XP. An example of the AFKEWES is at [Attachment 5](#).

1.3.5. Developing HQ USAF goals and objectives is critical for success in key exercises and wargames. HQ USAF goals such as improve representation of airpower or expand use of space capabilities will be included as part of the AFKEWL and serve as the guiding principles for developing specific HQ USAF objectives in the AFKEWES. HQ USAF objectives such as conduct of specific technology insertions or doctrine evaluations will be thoroughly coordinated with MAJCOMs and other agencies to ensure they are integrated into a unified list of objectives for each exercise or wargame. [Attachment 6](#) outlines procedures for setting HQ USAF goals and objectives.

1.3.6. Pre-exercise and wargame education and training is essential. The Prime Warrior Training Program focuses on the art of campaign planning, limitations of modeling and simulation and associated impact on representation of aerospace power, and the importance of setting exercise and wargame objectives that will allow aerospace power to play an appropriate role during exercise and wargame operations. MAJCOMs will arrange for Prime Warrior training for key exercise and wargame participants, as required. [Attachment 7](#) provides a summary of the Prime Warrior Training Program.

1.3.7. An AFRC and ANG program can support conduct of exercises and wargames and significantly enhance Wargaming Centers, AFFOR staffs, and agencies conducting exercises and wargames during the planning and execution processes. AFRC and ANG support to exercises and wargames will be coordinated through a Reserve Component Liaison Officer (RCLO) in AF/XOC and provided in accordance with [Attachment 8](#).

1.3.8. The AFKEWES identifies those key exercises subject to the provision of this AFI. HQ USAF/XOO is responsible for the overall Air Force Exercise Program under the provisions of [AFI 10-204, Participation in the Military Exercise Program](#).

## Chapter 2

### RESPONSIBILITIES

#### 2.1. Headquarters, United States Air Force (HQ USAF):

2.1.1. HQ USAF/XOC, as the HQ USAF integrator for Air Force key exercises and HQ USAF/XO wargames in the AFKEWL, accomplishes the following:

2.1.1.1. Provides the AFECT Secretariat and AFECT support such as developing meeting agendas and preparing meeting minutes for approval by HQ USAF/XOC and HQ USAF/XPX.

2.1.1.2. Leads development of the AFKEWL and obtains approval of overall goals and the initial list of key exercises and wargames.

2.1.1.3. Designates the HQ USAF/XO AFECT Co-Chair and serves as approval authority for AFECT actions associated with key exercises and HQ USAF/XO Title X wargames.

2.1.1.4. Provides support to the AFECT in developing the AFKEWES in concert with MAJCOM coordination teams.

2.1.1.5. Employs the AFECT in resolving issues beyond the capabilities of MAJCOMs and presents updates and recommendations to HQ USAF senior leadership, when required.

2.1.1.6. Keeps the senior Air Force leadership informed of ongoing planning actions and provides post-exercise and wargame assessments of results, as required.

2.1.1.7. Refers AFECT issues associated with key exercises and HQ USAF/XO Title X wargames to the Command and Control General Officer Steering Group (C2 GOSG) or to HQ USAF/XO for further action, as needed.

2.1.1.8. Develops policy and guidance on models and simulations to support key exercises and wargames and provides HQ USAF policy and funding oversight of Air Force wargaming and simulation centers.

2.1.1.9. Provides expertise in emerging strategies and operational concepts, and in the proper employment of aerospace power.

2.1.1.10. Coordinates and integrates requirements for AFRC and ANG support with appropriate agencies to optimize use of AFRC and ANG exercise and wargame augmentees during key exercises and wargames.

2.1.1.11. Participates in key exercises and wargames and reports observations to the AFECT, as required.

2.1.2. HQ USAF/XOO, as the office of primary responsibility for the overall Air Force military exercise program, accomplishes the following:

2.1.2.1. Provides core representation on the AFECT and accomplishes planning, programming, and support actions specified in [AFI 10-204](#).

2.1.2.2. Ensures that Lessons Learned in the Air Force Remedial Action Program (RAP) are available to the AFECT, MAJCOM coordination teams, and exercise/wargame planning staffs.

2.1.2.3. Attends planning conferences and provides staff support when requested by the AFECT, the supported MAJCOM coordination teams, or the designated exercise or wargame planning staff.

2.1.2.4. Upon the request of the NAF staffs, supports exercises and wargames that facilitate proper employment of aerospace power today or in the near future by providing expertise in strategy development, campaign assessment, and implementation of air strategy in the campaign planning and Air Tasking Order (ATO) development process.

2.1.2.5. Assists HQ USAF/XOC in other aspects of exercise and wargame planning and execution, as required.

2.1.2.6. Participates in key exercises and wargames and reports observations to the AFECT, as required.

2.1.3. HQ USAF/XOR, as the office of primary responsibility for Air Force sponsored technology insertions in key exercises and wargames, accomplishes the following:

2.1.3.1. Provides core representation on the AFECT and expertise in the planning, execution, and assessment of technology insertions during key exercises and wargames.

2.1.3.2. Provides battlelab representation on the AFECT to advise how the battlelabs can improve Air Force participation in key exercises and wargames, as required.

2.1.3.3. Develops the technology insertion plan in coordination with SAF/AQI within the AFECT process, assists in coordinating and integrating the schedule for technology insertions into the AFKEWES and in the planning and execution of technology insertions during exercises and wargames where appropriate.

2.1.3.4. Attends planning conferences and provides staff support in the exercise and wargame processes, when requested by the AFECT or the designated exercise or wargame planning staff.

2.1.3.5. Reports technology insertion results to the AFECT and, when appropriate, forwards appropriate results to the Air Force Requirements Oversight Council (AFROC).

2.1.3.6. Assists HQ USAF/XOC in other aspects of the exercise and wargame planning and execution processes, as required.

2.1.3.7. Participates in key exercises and wargames and reports observations to the AFECT, as required.

2.1.4. HQ USAF/XOI, as the office of primary responsibility for Intelligence, Surveillance, and Reconnaissance (ISR) in exercises and wargames, accomplishes the following:

2.1.4.1. Provides core representation to the AFECT.

2.1.4.2. Assists MAJCOM coordination teams and exercise and wargame planning staffs in resolving information operations and ISR issues, as required.

2.1.4.3. Assists HQ USAF/XOC in other aspects of exercise and wargame processes, as required.

2.1.4.4. Participates in key exercises and wargames and reports observations to AFECT, as required.

2.1.5. HQ USAF/XPX, as the HQ USAF OPR for HQ USAF/XP key Title X wargames in the AFKEWL, accomplishes the following:

- 2.1.5.1. Designates the HQ USAF/XP AFECT Co-Chair and serves as approval authority for AFECT actions associated with HQ USAF/XP Title X wargames.
- 2.1.5.2. Provides support to the AFECT in developing the AFKEWL and AFKEWES.
- 2.1.5.3. Uses the AFECT to resolve issues outside of HQ USAF/XP, if required.
- 2.1.5.4. Presents updates and recommendations to the HQ USAF senior leadership, as required.
- 2.1.5.5. Periodically briefs the Air Force Board of Directors (BOD) and provides feedback to the AFECT on BOD concepts and recommendations, as required.
- 2.1.5.6. Provides funding oversight for activities associated with HQ USAF/XP Title X wargames.
- 2.1.5.7. Refers HQ USAF Title X wargame issues beyond the capability of the AFECT to HQ USAF/XP or another appropriate forum for resolution, as needed.
- 2.1.5.8. Participates in key Title X wargames and reports observations to the AFECT, as required.
- 2.1.6. AF/ILX, as a core member in exercises and wargames, and as the OPR for AF/IL participation, accomplishes the following:
  - 2.1.6.1. Provides representation to the AFECT and insures that realistic logistics and installations play is integrated into key exercises and wargames as directed by the AFECT.
  - 2.1.6.2. Assists HQ USAF/XOC, XPX, and the AFECT in determining Installations and Logistics level of participation in Exercises and Wargames. Provides support to the AFECT in developing the AFKEWL and AFKEWES.
  - 2.1.6.3. Provides HQ USAF/XOC and XPX funding requirements to support Exercises and Wargames requiring AF/IL participation.
  - 2.1.6.4. Provides functional expertise for developing scenarios which represent functional goals and objectives.
  - 2.1.6.5. Attends planning conferences and participate in exercises and wargames, as required.
  - 2.1.6.6. Provides inputs to post-exercise and wargame assessments, as required.
- 2.1.7. All other HQ USAF staff agencies provide representatives to the AFECT and support key exercise and wargame efforts, as requested by the AFECT. Agencies designated as OPR for a key exercise or wargame will become core representatives, as required. In addition, other HQ USAF staff agencies accomplish the following during exercises and wargames, as appropriate:
  - 2.1.7.1. Provide functional expertise for developing scenarios which represent functional goals and objectives.
  - 2.1.7.2. Recommend technology insertions, concept experiments, doctrine assessments, and M&S support requirements which support Air Force core competencies and functional objectives.
  - 2.1.7.3. Attend planning conferences and participate in exercises and wargames, as required.
  - 2.1.7.4. Provide inputs to post-exercise and wargame assessments, as required.

## **2.2. Major Commands (MAJCOMs):**



2.2.1. Designate an office as OPR for key exercises and wargames in the AFKEWES.

**2.2.1.1. (Added-AFSPC)** Within AFSPC, HQ AFSPC/DOT is designated as the OPR for exercises and wargames. HQ AFSPC/DOTX is responsible for exercise, demonstration, and experiment planning and participation, and HQ AFSPC/DOTG is responsible for wargame planning and participation. HQ AFSPC/DOT will designate an Exercise Project Officer (EPO) or Wargame Project Officer (WPO) for each exercise or wargame. The EPO or WPO is responsible for all aspects of exercise or wargame preparation, execution, and post-event reporting. The EPO or WPO will chair the MAJCOM exercise or wargame coordination team organized for each exercise or wargame. This coordination team will be designated the Space Exercise Coordination Team (SECT) or the Space Wargame Coordination Team (SWCT).

2.2.2. For MAJCOMs with key exercise or wargame responsibilities in the AFKEWES, establish a MAJCOM coordination team to support all aspects of exercise planning, execution and post-exercise reporting.

**2.2.2.1. (Added-AFSPC)** The SECT shall consist of representatives from applicable HQ AFSPC directorates, and the SWC. The SWCT shall consist of representatives from HQ AFSPC/DOI, DOY, DRS, XPX. and HQ SWC/AE. Based on the specific exercise or wargame the EPO or WPO may request representation/participation from HQ AFSPC/SC, DOM, LGX; HQ SWC/DOI, DOO, DOY; the Space Operations Center (SOC); NAFs or units. The inclusion of these units requires the approval of HQ AFSPC/DOT. The SECTs and SWCTs will act as integrated process teams under the control of the EPO or WPO.

2.2.3. Recommend technology insertions, concept experiments, doctrine assessments, and M&S support requirements in key exercises and wargames.

**2.2.3.1. (Added-AFSPC)** HQ AFSPC/DO and DOT will work closely with HQ AFSPC/DR, SC and XP, the SWC, and the Space Battlelab for technology insertions and concept experiments for exercises and wargames. HQ AFSPC/DOTG will work with HQ AFSPC/XP and AFSPC/DR for the assessment of force structure and space policy issues and with HQ AFSPC/DOI for intelligence infrastructure and threat issues. HQ AFSPC/DOTG will also work with HQ AFSPC/XPX and the Air Force Doctrine Center in the development of experimental space doctrine for use in wargames. HQ AFSPC/DOTG will be the command advocate for modeling and simulation support specific to exercises and wargames. When HQ AFSPC/DOTG is advised of Modeling, Simulation and Analysis meetings, DOTG will pass information to HQ SWC/AE.

2.2.4. Assist in developing exercise concepts, objectives, and force structure.

**2.2.4.1. (Added-AFSPC)** The EPO or WPO will assist HQ USAF on the development of concepts and objectives for exercises or wargames. The SECT or SWCT will prepare and coordinate MAJCOM-level objectives for each exercise or wargame based on the HQ AFSPC Objectives for Exercises and Wargames ([Attachment 6](#)) and the specific objectives of the exercise or wargame sponsor. The NAF develops specific exercise objectives by factoring in CINC objectives, inspection results, OPLANs and MAJCOM input.

2.2.5. Assist designated exercise or wargame staffs in all aspects of planning, execution and assessment in key exercises and wargames, as required.

2.2.6. Forward all shortfalls and issues beyond the capability of the MAJCOM to other MAJCOMs, DRUs, and FOAs, or to the HQ USAF AFECT for resolution, as appropriate.

2.2.7. Provide or arrange for Prime Warrior training in support of each key exercise or wargame. ACC is OPR and AETC is OCR for the Prime Warrior Training Program.

**2.2.7.1. (Added-AFSPC) HQ AFSPC/DOTG will act as the HQ AFSPC OPR for Prime Warrior training and the OPR and advocate for Space Warrior exercise and wargame training, and associated funding. HQ AFSPC/DOTG coordinates the Space Warrior curriculum with HQ SWC/DOT. HQ SWC/DOT will conduct Space Warrior training as directed by HQ AFSPC/DOT.**

2.2.8. Assist Wargaming Centers, NAFs and other subordinate units in identifying ARC wargaming augmentation requirements for submission to the RCLO in HQ USAF/XOC and appropriate AFRC and ANG agencies. Also assists in training ARC wargaming augmentation personnel, as required.

2.2.9. Participate in key exercises and wargames and reports observations to the AFECT, as required.

### **2.3. Direct Reporting Units (DRUs) and Field Operating Agencies (FOAs):**

#### **2.3.1. Air Force Communications and Information Center (AFCIC):**

2.3.1.1. Provides representation and support to the HQ USAF and MAJCOM coordination teams for key exercises and wargames, as required.

2.3.1.2. Attends exercise and wargame planning conferences, as required.

2.3.1.3. Participates in key exercises and wargames and reports observations to the AFECT, as required.

#### **2.3.2. Air Force Doctrine Center (AFDC):**

2.3.2.1. Provides core representation on the AFECT.

2.3.2.2. Provides support to MAJCOM coordination teams, as required.

2.3.2.3. Develops a concept for conducting doctrine assessments and a list of candidate doctrine assessments for insertion into key exercises and wargames. The AFECT, with AFDC assistance, will integrate candidate assessments into the AFKEWES for use during specific exercises or wargames.

2.3.2.4. Participates in key exercises and wargames and reports observations to the AFECT, as required.

#### **2.3.3. Air Force Studies and Analyses Agency (AFSAA):**

2.3.3.1. Provides representation and support to the AFECT, as required.

2.3.3.2. Provides supports to key wargames using analytical models and other tools, and provides assistance in adjudication of exercise events and scenario/database reviews.

2.3.3.3. Provides Theater Battle Arena (TBA) support, as required.

2.3.3.4. Conducts post-exercise and wargame analyses, as required.

2.3.3.5. Observes key wargames and exercises and reports observations to AFECT, as required.

2.3.3.6. Participates in key wargames, as required.

2.3.4. Air Force Agency for Modeling and Simulation (AFAMS):

2.3.4.1. Provides core representation and support to the AFECT and supports MAJCOM coordination teams for key exercises and wargames, as required.

2.3.4.2. Acts as the HQ USAF/XOC OPR for key exercises in the AFKEWES and keeps the AFECT apprised of ongoing planning, execution and assessment activities. Also provides pre and post-exercise briefings to the senior Air Force leadership, as required.

2.3.4.3. Assists HQ USAF/XOCW in developing and maintaining the AFKEWES.

2.3.4.4. Coordinates and integrates modeling and simulation support requirements between MAJCOMs, DRUs, FOAs and other organizations.

2.3.4.5. Supports exercises and wargames by participating in planning conferences and integrating worldwide exercise support.

2.3.4.6. Compiles, analyzes, maintains, and disseminates modeling and simulation results of post-exercise and wargame reports and other sources.

2.3.4.7. Participates in key exercises and wargames and reports observations to the AFECT, as required.

2.3.5. Air Force Logistics Management Agency (AFLMA). The AFLMA will work closely with HQ USAF/XOC/XPX, AFAMS and AFSAA to integrate AF/IL model requirements to ensure M&S support for key games satisfies objectives in the AFKEWES. Funding requirements for AF/IL M&S support to key Exercises and Wargames will be developed by AFLMA and forwarded through AF/ILX to the game OPR in accordance with this AFI and applicable Memorandums of Agreement.

2.3.6. Other DRUs/FOAs provide support to the AFECT, MAJCOM coordination teams and exercise and wargame planning staffs, as required.

**2.4. Other Specifically Tasked Units:**

2.4.1. NAFs:

2.4.1.1. Provide AFFOR command and control (C2) for key exercises. Keep the MAJCOM ECT or other appropriate MAJCOM OPRs informed of ongoing planning actions and shortfalls beyond their capability to resolve.

**2.4.1.1.1. (Added-AFSPC) AFSPC NAFs will work through, and coordinate with the AFSPC EPO or WPO for specific exercises or wargames. AFSPC EPO or WPO will notify NAFs of all personnel requirements for exercises/wargames.**

2.4.1.2. Identify ARC exercise/wargaming augmentation requirements to their parent MAJCOM.

2.4.1.3. Provide post-exercise/wargame reports to MAJCOM ECTs and the AFECT after each exercise for which they are OPR. This will assist in keeping senior Air Force leadership apprised of lessons learned and areas requiring improvement.

2.4.2. Air University:

2.4.2.1. Provides curriculum and other academic support for Prime Warrior training, as required.

2.4.2.2. Identifies ARC wargaming augmentation requirements to their parent MAJCOM.

2.4.2.3. Executes AF-sponsored exercises and wargames, as assigned.

2.4.2.4. Provides pre and post-exercise briefings to the Air Force senior leadership, as required.

2.4.2.5. Provides wargaming and exercise expertise, as required.

2.4.2.6. Participates in key wargames and exercises and reports observations to the AFECT, as required.

2.4.2.7. Provides post-wargame and post-exercise reports to the AETC ECT and the AFECT following each exercise or wargame to assist in keeping senior Air Force leadership apprised of lessons learned and areas requiring improvement.

2.4.3. Air and Space Command and Control Agency (ASC2A):

2.4.3.1. Provides representation to the MAJCOM coordination teams for key exercises and wargames, as required.

2.4.3.2. Acts as operational focal point for command and control innovative concepts and technology insertions.

2.4.3.3. Assists exercise and wargame planning staffs in implementing command and control concepts and procedures, as required.

2.4.4. Warfare Centers:

2.4.4.1. Provide representation and support to MAJCOM coordination teams, as required.

**2.4.4.1.1. (Added-AFSPC) The SWC will provide representation to, and support of, the SECT or SWCT as requested by the EPO or WPO.**

2.4.4.2. Provide technical expertise and other support to key exercise and wargame planning staffs, as required.

**2.4.4.2.1. (Added-AFSPC) The SWC will provide personnel with appropriate technical expertise for CJCS and CINC Unified Command exercises, and Title X wargames. HQ SWC/AE will provide modeling and simulation capabilities as requested, and coordinated by the EPO or WPO to adequately represent both U.S., allied, neutral, and opposing space forces in CJCS, and CINC Unified Command exercises, and Title X wargames. The SWC will provide support to demonstrations, experiments and academic wargames on a case-by-case basis. The SWC will provide personnel and curriculum to conduct the Space Warrior course.**

2.4.5. Wargaming Centers: USAF Command and Control Training and Innovation Center (C2TIC) Battlestaff Training School (USAFBTS), Warrior Preparation Center (WPC), Air Force Wargaming Institute (AFWI), and Korean Air Simulation Center (KASC):

2.4.5.1. Provide representation and support to the MAJCOM coordination teams, as required.

2.4.5.2. Identify ARC exercise/wargaming augmentation requirements to their parent MAJCOM.

2.4.5.3. Identify and coordinate joint and service exercise and wargame modeling and simulation support requirements, as required.

2.4.5.4. Assist the NAF/AFFOR and other exercise and wargame planning staffs and participants by providing professional exercise design, modeling and simulation expertise, exercise control staff, and exercise support, as required.

2.4.6. Battlelabs:

2.4.6.1. Provide representation and support to MAJCOM coordination teams, as required.

**2.4.6.1.1. (Added-AFSPC) The Space Battlelab will provide representation to and support of the SECT or SWCT as requested by the EPO or WPO. The Space Battlelab will also assist with the development of exercise and wargame concepts and force structures necessary to demonstrate capabilities advocated by the Battlelab.**

2.4.6.2. Provide technical expertise and other support to key exercise and wargame planning staffs, as required.

**2.4.6.2.1. (Added-AFSPC) The Space Battlelab will provide personnel with appropriate expertise and capabilities to support specific exercises or wargames as requested by the EPO or WPO.**

**2.4.7. (Added-AFSPC) NAF and HQ SWC intelligence organization will participate in all aspects of exercises and wargames. HQ AFSPC/DOI will be the single point of contact for intelligence issues related to AFSPC's planning and participation in exercises and wargames for broad intelligence goals to enhance intelligence support and synergy.**

## Chapter 3

### PROCEDURES

**3.1. Development of the AFKEWL.** The AFKEWL identifies key exercises and wargames up to two years into the future, designates HQ USAF and/or MAJCOM OPRs for each, and establishes overarching AF goals. The AFKEWL is developed by the AFECT and approved by HQ USAF/XOC and HQ USAF/XPX. Changes to the AFKEWL may be made by the AFECT, however substantive changes will require the approval of the appropriate director based upon which directorate is OPR for the exercise or wargame being added or deleted.

**3.2. Development of the AFKEWES.** After approval of the AFKEWL, the AFECT develops the AFKEWES, monitors its execution, and recommends changes, as required. The AFKEWES is built using the AFKEWL, technology insertion inputs from HQ USAF/XOR, doctrine assessments from the AFDC, M&S requirements from HQ USAF/XOC, and other inputs from AFECT members, as required. The AFKEWES ties HQ USAF objectives to specific key wargames and exercises. It is maintained by HQ USAF/XOCW with inputs from HQ USAF/XPXC, AFAMS, and other agencies designated as OPR for key exercises and wargames in the AFKEWL.

3.2.1. Technology Insertions Procedures. In order to plan and execute technology insertions during key exercises and wargames, HQ USAF/XOR develops an overall plan that outlines Air Force technology insertion objectives, describes individual joint and Air Force initiatives, and provides guidance such as the status of funding, use of exercises and wargames for operational input in the Spiral Development Process, and provides as much information as possible to agencies responsible for executing key exercise and wargames. Specific initiatives in the technology insertion plan will be integrated into the AFKEWES by the AFECT, along with accomplishment of appropriate coordination with the MAJCOM ECTs and the designated executing agencies in order to identify shortfalls as early as possible in the exercise or wargame planning cycle. The AFKEWES will also include funding shortfalls identified in the HQ USAF/XOR technology insertion plan.

3.2.1.1. HQ USAF/ILX will provide HQ USAF/XOR inputs to technology insertions for Agile Combat Support.

3.2.2. Doctrine Assessment Procedures. Exercises and wargames provide excellent vehicles for assessment of evolving doctrine or to evaluate existing doctrine and procedures. To stay abreast of doctrine initiatives in exercises, the AFDC develops an overall plan that outlines known joint doctrine assessments during key exercises and wargames and proposes Air Force candidate initiatives to assess joint doctrine or improve the way the Air Force supports joint doctrine. Specific initiatives in the doctrine assessment plan will be incorporated into the AFKEWES to apprise exercise and wargame planning agencies of requirements and to initiate actions by the AFECT and MAJCOM ECTs to assist in conduct of successful assessments.

3.2.3. M&S Support Procedures. Adequate wargaming model support during key exercises and wargames is essential for realistic representation of airpower. To ensure that model support is optimum for meeting overall Air Force requirements for exercises, AFAMS will coordinate with the wargaming centers to ensure M&S support for key exercises satisfies objectives in the AFKEWES. Tasking for exercise model support will be published in the AFKEWES. For Title X wargames, AFSAA will provide model support or assist in acquiring and supervising contractor model support for HQ USAF/XO

Title X wargames as directed by HQ USAF/XOC. Model support for HQ USAF/XP Title X wargame will be as provided or arranged by HQ USAF/XPXC.

### **3.3. Procedures for Conduct of Key Exercises:**

3.3.1. The MAJCOM ECT and the designated exercise AFFOR will use the AFKEWES when establishing AF exercise objectives. The AFFOR planning staffs will also forward the exercise concept, sponsor's goals and objectives, scenario, forces and other pertinent information to their parent MAJCOM and HQ USAF/XOC as soon as this information is available.

#### **3.3.1.1. (Added-AFSPC) High level AFSPC objectives for exercises and wargames are contained in [Attachment 6](#).**

3.3.2. HQ USAF/XOC and AFAMS will use the AFECT to assist the MAJCOM coordination team and exercise AFFOR planning staffs, as required. The AFECT and MAJCOM coordination team attendance at exercise planning conferences will be as required or as requested by the designated exercise planning staff. In most instances, resolution of problems beyond the capability of the exercise planning staff will be resolved by the parent MAJCOM.

3.3.3. MAJCOMs will take action to acquire the necessary assistance from other MAJCOMs, DRUs, FOAs, and HQ USAF as required. At HQ USAF, the AFECT will refer exercise and HQ USAF/XO wargame issues that cannot be resolved by the AFECT to HQ USAF/XOC who may refer issues beyond the capability of HQ USAF/XOC to HQ USAF/XO or to the C2 General Officer Steering Group, as necessary. AFECT issues associated with HQ USAF/XP wargames will be referred to HQ USAF/XPX for further action.

### **3.4. Procedures for Conduct of Key Title X Wargames:**

3.4.1. Recognizing that wargames are different from exercises, the AFECT can still be a useful vehicle to institutionalize the wargame process and to resolve issues beyond the purview of the wargame OPR. For HQ USAF sponsored Title X wargames, the AFECT interacts with the wargame OPRs and assists with concept development, recommendations for M&S support, advice on how best to treat doctrine assessments, and in other areas, as required. AFECT advice to the wargame OPR is not intended to infringe upon the OPR's prerogatives while integrating their game into the overall Air Force program.

3.4.2. For Air Force sponsored Title X wargames such as Global Engagement, the HQ USAF wargame OPR for the wargame is a core member of the AFECT and uses the AFECT process to review development of an appropriate scenario, postulating force requirements, documenting available technologies that will be available in the scenario time frame, determining appropriate M&S support, and other matters requiring approval of Air Force senior leadership before the game is turned over to a designated execution agency, as appropriate. The AFECT process can also be used to assist in coordinating and integrating wargaming model support and augmentation personnel, as required.

3.4.3. For wargames sponsored by the other Services such as Navy Global and Army After Next, the HQ USAF OPR can use the AFECT to assist in developing a game plan on how best to orchestrate Air Force participation to maximize the utility of air power in the scenarios selected by the wargame sponsors. The AFECT can also provide expertise in such areas as force capabilities, doctrine, M&S limitations, and selection of player and wargaming personnel to participate in wargame execution.

3.4.4. The Air Force Title X wargaming effort requires close cooperation between HQ USAF XP, XO, AU and IL. To accomplish this, relationships and responsibilities are contained in the Wargaming Memorandum of Agreement between HQ USAF/XPX, XOC, ILX and the College of Aerospace Doctrine, Research, and Education (CADRE). This MOA is designed to ensure that information about Air Force and other Service Title X games is disseminated across effected agencies and the Air Force wargaming effort remains consistent with CSAF direction and guidance across all games. The MOA also details responsibilities and procedures for conduct of Title X wargames currently being conducted by HQ USAF/XO and Air University.

**3.5. Procedures for AFRC and ANG Wargaming Support.** Wargaming Centers requiring trained ARC personnel provide specific requirements to the RCLO at HQ USAF/XOCW as soon as possible after requirements are identified. Other agencies requiring AFRC and ANG wargaming personnel may also provide requirements to the RCLO for possible fill from AFRC and ANG resources, as required. Specific information regarding grade and AFSC along with information on acceptable substitutions must be provided in time to acquire volunteers to fill the positions.

PATRICK K. GAMBLE, Lt General, USAF  
DCS/Air and Space Operations



**Attachment 1****GLOSSARY OF REFERENCES AND SUPPORTING INFORMATION*****References***

CJCSI 3500.01A, *Joint Training Policy of the Armed Forces of the United States*

CJCSI 3500.02A, *Joint Training Master Plan (JTMP)*

AFPD 10-2, *Readiness*

AFPD 16-10, *Modeling and Simulation Management*

AFI 10-204, *Participation in the Military Exercise Program*

***Abbreviations and Acronyms***

**ACTD**—Advanced Concept Technology Demonstration

**AFAMS**—Air Force Agency for Modeling and Simulation

**AFDC**—Air Force Doctrine Center

**AFECT**—Air Force Exercise Coordination Team

**AFFOR**—Air Force Forces

**AFEP**—Air Force Exercise Program

**AFI**—Air Force Instruction

**AFKEWES**—Air Force Key Exercise and Wargame Events Schedule

**AFKEWL**—Air Force Key Exercise and Wargame List

**AFLMA**—Air Force Logistics Management Agency

**AFSAA**—Air Force Studies and Analyses Agency

**AOC**—Air Operations Center

**ARC**—Air Reserve Component

**ASC2A**—Air and Space Command and Control Agency

**ATD**—Advanced Technologies Demonstration

**C2**—Command and Control

**CAF**—Combat Air Force (AFSPC)

**CAP**—Crisis Action Planning

**CAX**—Computer Assisted Exercise

**COMAFFOR**—Commander, Air Force Forces

**CPX**—Command Post Exercise

**CTO**—Consolidated Tasking Order (AFSPC)

**DRU**—Direct Reporting Unit

**EFX**—Expeditionary Force Experiment

**EPO**—Exercise Project Officer (AFSPC)

**EXPLAN**—Exercise Plan

**FOA**—Field Operating Agency

**FTX**—Field Training Exercise

**IMA**—Individual Mobilization Augmentee

**GOSG**—General Officer Steering Group

**JTMP**—Joint Training Master Plan

**MAJCOM**—Major Command

**M&S**—Modeling and Simulation

**NAF**—Numbered Air Force

**OPR**—Office of Primary Responsibility

**OCR**—Office of Collateral Responsibility

**OPLAN**—Operations Plan

**RAP**—Remedial Action Projects Program

**RCLO**—Reserve Component Liaison Officer

**SECT**—Space Exercise Coordination Team (AFSPC)

**SIPT**—Scheduling Integrated Process Team (AFSPC)

**SOC**—Space Operations Center (AFSPC)

**SWC**—Space Warfare Center (AFSPC)

**SWCT**—Space Wargame Coordination Team (AFSPC)

**TENCAP**—Tactical Exploitation of National Capabilities (AFSPC)

**WPO**—Wargame Project Officer (AFSPC)

### ***Terms***

**Exercise**—A military maneuver or simulated wartime operation involving planning, preparation, and execution. It is carried out for the purpose of training and evaluation. It may be a combined, joint or single Service exercise, depending on participating organizations. See also command post exercise; field exercise; maneuver.

**Command Post Exercise (CPX)**—An exercise in which forces are simulated involving the commander, his or her staff and communications within and between headquarters. See also exercise; maneuver.

**Computer Assisted Exercise (CAX)**—An exercise in which the forces are simulated by wargaming models and may be conducted from field or in-garrison locations or between participating headquarters at multiple locations.

**Expeditionary Force Experiment (EFX)**—Expeditionary Force Experiments are part of an annual warfighter experiment to demonstrate emerging Air Force capabilities to employ and employ decisive aerospace power for the Joint Force Commander through a rapid response Air Expeditionary Force (AEF).

**Field Training Exercise (FTX)**—An exercise in which forces are live and may be conducted from field or in-garrison locations or between participating headquarters at multiple locations.

**Key Exercise/Wargame**—An exercise or wargame of major importance to the Air Force that will have an impact on future force structure, doctrine and employment concepts and is included on the AFKEWL and published in the AFKEWES.

**Title X Wargame**—A Service sponsored wargame such as Global Engagement, Navy Global, and Army After Next conducted by Services under the provisions of Service roles and missions outlined in Title X, US Code.

**Wargame**—A simulation, by whatever means, of a military operation involving two or more opposing forces, using rules, data, and procedures designed to depict an actual or assumed live situation (DoD Dictionary). Wargames generally serve educational or analytical purposes and one or more of the characteristics of exercises is missing.

**Attachment 2****AIR FORCE EXERCISE/WARGAME COORDINATION TEAM  
(AFECT)**

**A2.1. Purpose.** The AFECT advocates proper representation of aerospace power and supports Air Force participation in key exercises and wargames. It does this by providing a forum for HQ USAF stakeholders. The AFECT will be supported by Support Coordination Teams (SCTs) consisting of ad-hoc groups of action officers for each key exercise or wargame. These teams will perform as integrated process teams to keep the AFECT fully informed on exercise and wargame planning actions. The AFECT process does not preclude normal staffing procedures. The AFECT takes direction from and is responsible to HQ USAF/XOC for exercises and HQ USAF/XO Title X wargames and to HQ USAF/XPX for HQ USAF/XP Title X wargames.

**A2.1. (AFSPC) The HQ AFSPC Scheduling Integrated Process Team (SIPT) acts as the Exercise/Wargame Coordination Team for AFSPC. The SIPT provides a forum for all AFSPC stakeholders in exercises and wargames. The SIPT will support, and be supported by, the Space Exercise Coordination Team (SECT) or Space Wargame Coordination Team (SWCT) for each exercise or wargame. The SIPT takes direction from and is responsible to the HQ AFSPC/DO for all exercises and wargames.**

**A2.2. Objectives.** AFECT objectives are to:

**A2.2.1.** Prepare the Air Force Key Exercise and Wargame Events List and Schedule (AFKEWL and AFKEWES), monitor AFKEWES execution, and recommend changes, as required.

**A2.2.1.1. (Added-AFSPC) The SIPT will prepare the AFSPC Consolidated Tasking Order (CTO) for exercises and wargames and recommend changes as required.**

**A2.2.2.** Orchestrate and integrate pro-active HQ USAF participation in the planning, execution, and post-exercise processes for key exercises and wargames.

**A2.2.2.1. (Added-AFSPC) The SIPT will orchestrate and integrate pro-active AFSPC participation in planning, execution, and post-event processes for exercises and wargames in the CTO.**

**A2.2.3.** Assist MAJCOM exercise and wargame coordination teams in staffing issues requiring resolution by HQ USAF.

**A2.2.3.1. (Added-AFSPC) The SIPT will assist SECTs or SWCTs in any issues requiring resolution by HQ AFSPC.**

**A2.2.4.** Provide HQ USAF continuity during planning and execution of key exercises and wargames.

**A2.2.4.1. (Added-AFSPC) The SIPT will provide HQ AFSPC continuity during planning and execution of exercises and wargames in the CTO.**

**A2.2.5.** Ensure exercise objectives are consistent with the proper representation of aerospace power and the type exercise to be conducted.

**A2.2.5.1. (Added-AFSPC) The SIPT will ensure exercise or wargame objectives are consistent with the proper representation of space power and the type of exercise or wargame to be conducted.**

A2.2.6. Address Prime Warrior Training Program policy/funding issues and coordinate training for participants in wargames not sponsored by the Air Force, as required.

**A2.2.6.1. (Added-AFSPC) The SIPT will address Space Warrior Training Program policy/funding issues.**

A2.2.7. Consider and make recommendations for mentors in exercises and wargames, as required.

**A2.2.7.1. (Added-AFSPC) The SIPT will consider and make recommendations to the Commander on exercises and wargames, as required.**

**A2.3. Membership.** HQ USAF/XOCW and HQ USAF/XPXC Co-Chair the AFECT, which is an O-6 level team. The core (or permanent) members include representatives from XOC, XOI, XPX, XOO, XOR, ILX, AFAMS and AFDC. Other members (as required or ad hoc) include, but are not limited, to representatives from XOJ, DPX, AQI, JA, SC, RE, NGB, AFSAA, ASC2A, and AFCIC. DRUs, FOAs, wargaming centers and other agencies may also serve as members, as required.

Meetings. HQ USAF/XOCW calls AFECT meetings, as required, but at least once each quarter.

**A2.3.1. (Added-AFSPC) HQ AFSPC/DOTX chairs the SIPT. Membership is specified in paragraph 1.1.2. HQ AFSPC/DOTX conducts the annual SIPT conference and convenes the SIPT with a goal of once each quarter.**

**A2.4. Secretariat.** HQ USAF/XOCW provides the AFECT Secretariat to track AFECT taskings, decisions, meetings, and to provide support as directed by the AFECT chairperson.

**A2.4.1. (Added-AFSPC) HQ AFSPC/DOTX provides the SIPT Secretariat to track SIPT taskings, decisions, meetings, and to provide support as directed by the SIPT chairperson.**

**Attachment 3****MAJCOM EXERCISE AND WARGAME COORDINATION TEAMS**

**A3.1. Purpose.** MAJCOM exercise and wargame coordination teams advocate proper representation of aerospace power and support AF participation in key exercises and wargames. They do this by providing a forum for MAJCOM stakeholders, with representation from HQ USAF, other MAJCOM, AFFOR and wargame planning staffs, DRU, FOA, Warfare Centers, Wargaming Centers, and Battlelabs as required. MAJCOM coordination teams do not preclude normal staffing procedures.

**A3.2. Objectives.** MAJCOM exercise and wargame coordination team objectives are to:

- A3.2.1. Assist in development and recommend changes to the AFKEWL.
- A3.2.2. Assist in coordination of the AFKEWES, monitor its execution, and recommend changes, as required.
- A3.2.3. Orchestrate and integrate proactive MAJCOM participation in the planning, execution, and post exercise processes for key exercises and wargames.
- A3.2.4. Assist key exercise and wargame planners in staffing MAJCOM issues and seeking HQ USAF assistance as required.
- A3.2.5. Advise MAJCOM senior leadership on key exercise and wargame issues.
- A3.2.6. Propose exercise and wargame modeling and simulation improvements to HQ USAF/XOC.
- A3.2.7. Provide MAJCOM continuity across the spectrum of key exercises and wargames.
- A3.2.8. Assist in ensuring proper and appropriate representation of aerospace power.
- A3.2.9. Ensure Prime Warrior training is accomplished, as required.
- A3.2.10. Advocate MAJCOM equities.
- A3.2.11. Emphasize need for crisis action phases for applicable exercises and ensure MAJCOM participation.
- A3.2.12. Support key exercise mentor requirements.

**A3.3. Membership.** The MAJCOM exercise or wargame focal point should chair meetings with representatives from across the MAJCOM staff (including RC representatives), and other agencies, as required. Appropriate members of the HQ USAF AFECT will participate in the MAJCOM ECT process through on-site visits, video-teleconferencing or exchange of E-Mail and review of minutes, as required.

**A3.4. Meetings.** The MAJCOM Coordination Team chairperson calls meetings as required, but not less than quarterly.

**Attachment 4****AIR FORCE KEY EXERCISE AND WARGAME LIST (AFKEWL)  
(EXAMPLE)****A4.1. AF Goals:**

- Better representation of aerospace power in theater counterair operations.
- Exercise/evaluate AF theater air defense (including missile defense) doctrine.
- Expand use of space capabilities.
- Experiment with AFFOR managing intelligence, surveillance, and reconnaissance for the Joint Force Commander.
- Enhance information operations objectives in exercises and wargames.
- Demonstrate value of B-2, F-22, ABL, and innovative C2 concepts.
- Expand use of advanced distributed simulation in exercises.
- Use new technology experiments with operational concepts, procedures and doctrine to advance AF core competencies.
- Test Agile Combat Support concepts to evaluate responsiveness, survivability and sustainment.

**A4.2. Key exercises and wargames for FY XX are established as follows:**

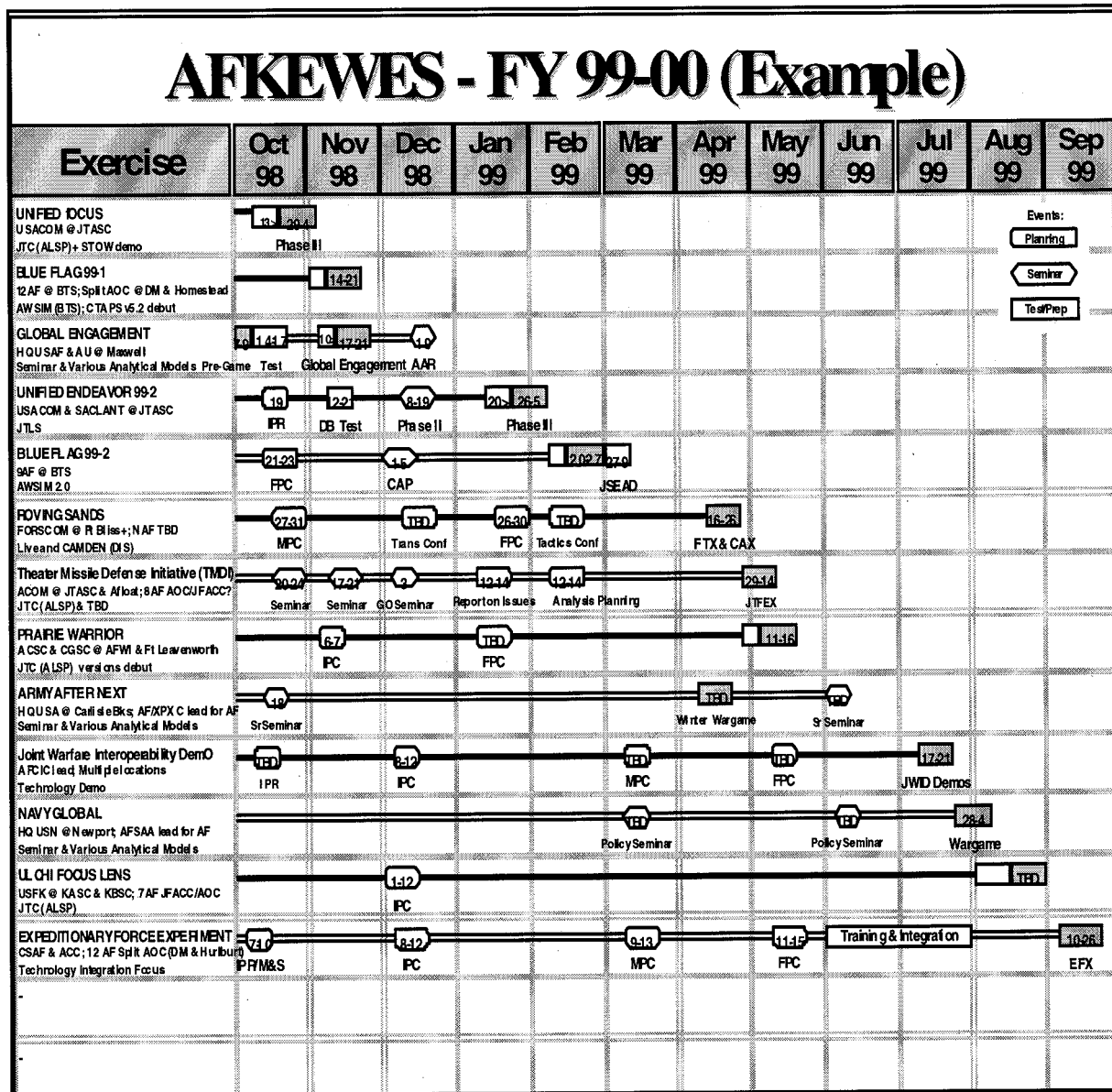
<u>Exercise/Wargame</u>	<u>MAJCOM</u>	<u>HQ USAF OPR</u>
Roving Sands	ACC	AF/XOC (AFAMS)
Ulchi Focus Lens	PACAF	AF/XOC (AFAMS)
Global Engagement	AETC	AF/XOCW
JTFEX	ACC	AF/XOC (AFAMS)
Army After Next	N/A	AF/XPX
Fuertes Defensas	ACC	AF/XOC (AFAMS)
HQ USAF/XP Futures Wargame	N/A	AF/XPXC
Navy Global	N/A	AF/XOCW
Prairie Warrior	AETC	AF/XOC (AFAMS)
Expeditionary Force Experiment (EFX)	ACC	AF/XOCI
AF/XPX Futures Game	N/A	AF/XPXC

**EXAMPLE**

## Attachment 5

# AIR FORCE

## KEY EXERCISE AND WARGAME EVENTS SCHEDULE (AFKEWES)





**AFKEWES (CONTINUED)**  
**EXERCISE GALLANT WARRIOR 99**  
**(EXAMPLE)**

**(Designated Key Exercise in accordance with AFI 10-230)**

Jan 99	Feb 99	Mar 99	Apr 99	May 99	Jun 99	Jul 99
IPC (6 - 7)		MPC (TBD)		FPC (6 - 7)		Exercise (1 - 16)

**Scenario:**

- USWESTCOM joint exercise to train components in joint tactics techniques and procedures and refine battle management techniques in a simulated combat environment.
- Rebel land forces invade Western Slobovia and seize portions of the Southern Province.
- US deploys JTF to repel the invaders and restore Western Slobovian borders
- Mid intensity conflict with demand for Strategic Attack, Counterair, Interdiction and Close Air Support.
- US forces consist of one airborne corps, one Marine Expeditionary Force, seven fighter wings and 44 bombers.

**Issues:**

- Scheduling conflict for ACC AOC augmentation support and lack of a wargaming center at the exercise site.
- Funding shortfalls of 135K for planning and 155 K for CTAPS support.

**Supporting Agencies:**

- HQ Air Force Space Command
- Air Mobility Command
- Warrior Preparation Center
- Air Force Agency for Modeling and Simulation
- Air Reserve Components

**Primary Location:** Barker Air Force Base and field locations.

**Summary of Doctrine Assessments:**

- Army plans to evaluate adequacy of TMD systems in air base defense mode against a mixture of fixed wing and missile attacks.
- Air Force plans to assess procedures for Joint Fire Support and adequacy of AOC/BCD interface in servicing JFLCC generated targets beyond the FSCL.

**Summary of Technology Insertions:**

- AF/XOR will demonstrate viability of airborne laser in a multi-service environment.
- Joint interoperability demo of 3rd generation auto target system in stand-alone mode.

**Models and Systems****Provided by:**

-AWSIM 2.0	WPC
-GIAC/GDS	AFWI
-CTAPS	24AF
-TACSIM	NSC
-PSM	SWC
-JECEWSI	USAFBTS
-JSTARS/JSS	USAFBTS
-Cobra Ball	TBD

## Attachment 6

## SETTING HQ USAF GOALS AND OBJECTIVES

**A6.1.** HQ USAF goals are identified in the AFKEWL and apply to all exercises and wargames in the AFKEWES. HQ USAF goals are normally limited to HQ USAF equities (technology insertions, doctrine assessments, M&S support, and concept experiments applicable to more than one MAJCOM).

**A6.2. HQ USAF Exercise Objectives:** Well prior to the initial planning conference, the AFECT, in conjunction with the MAJCOM Coordination Team, will develop proposed HQ USAF objectives for publication in the AFKEWES. To accomplish this, the following inputs are required:

A6.2.1. AF/XOC provides M&S input after coordination with applicable game participants.

A6.2.2. AF/XOR provides technology insertion input after coordination with applicable game participants.

A6.2.3. AFDC provides doctrine assessment input.

A6.2.4. Other HQ USAF agencies submit concept experiment inputs.

A6.2.5. Using the AFECT process, HQ USAF will match these inputs with the exercises and wargames in the AFKEWL and publish them in the AFKEWES, which is the AF roadmap for key exercises and wargames.

A6.2.6. Coordination with MAJCOM exercise coordination team and the designated exercise planning staff is critical to ensuring proposed HQ USAF objectives are compatible with other exercise objectives.

A6.2.7. The Exercise COMAFFOR will coordinate all AFFOR objectives with the exercise sponsor.

A6.2.8. The COMAFFOR will schedule training on new technology and doctrine initiatives, and arrange for C2 architecture (links and feeds) in coordination with supporting wargaming center.

**A6.2.9. (Added-AFSPC) AFSPC Objectives for Exercises. These are high-level objectives, and are not intended to supplant specific Mission Essential Task coverage in specific exercises. They are to be used by the SECT to evaluate the relative value of particular exercises in view of training value, limited resource allocation, and overall value-added to the exercise.**

**A6.2.9.1. Educate exercise participants on current space capabilities.**

**A6.2.9.2. Demonstrate Air Force Tactical Exploitation of National Capabilities (TENCAP) to the warfighters.**

**A6.2.9.3. Normalize space employment concepts and transitioning techniques into the operational Air Force.**

**A6.2.9.4. Enhance Air Force and DOD combat capability through the application of space systems.**

**A6.2.9.5. Streamline operational procedures by utilizing space systems and capabilities.**

**A6.2.9.6. Identify weaknesses in Air Force or DOD space capabilities.**

**A6.2.9.7. Identify and implement Lessons Learned for the application of space capabilities.**

**A6.2.9.8. Develop space modeling and simulation capabilities that credibly represent the military value of space systems to the warfighter in the exercise environment.**

**A6.3. HQ USAF Wargame Objectives:** Using the AFECT process, HQ USAF wargame OPRs gain approval of objectives.

**A6.3.1. (Added-AFSPC) AFSPC Objectives for Wargames.** Specific wargame objectives are developed by the SWCT by melding these objectives with the stated objectives of the sponsoring command.

**A6.3.1.1. Educate participants on current, emerging, and projected space capabilities.**

**A6.3.1.2. Demonstrate TENCAP to the warfighters.**

**A6.3.1.3. Demonstrate space capabilities to support current or future operations.**

**A6.3.1.4. Refine current, and develop future, space doctrine, strategy, policy and tactics.**

**A6.3.1.5. Evaluate space doctrine, strategy, policy and tactics based on current and future planning of further services and/or allies.**

**A6.3.1.6. Identify and implement Lessons Learned in the development of space doctrine, strategy, policy and tactics.**

**A6.3.1.7. Develop space modeling and simulation capabilities to credibly represent the military value of space systems to the warfighter in the wargame environment.**

**A6.4.** AF/XO-approved objectives will be published in the AFKEWES and distributed to all interested parties via E-Mail and through the AF/XOC and AFAMS Internet Home Pages.

**Attachment 7****THE PRIME WARRIOR TRAINING PROGRAM**

**A7.1.** The Prime Warrior Training Program prepares Air Force participants for M&S-supported war-games and exercises to better articulate how aerospace power contributes to a Joint Force Campaign. It ensures that Air Force participants understand and work around M&S limitations and assists participants in setting and pursuing joint aerospace power objectives and ultimately provides Air Force, DoD, and congressional senior leadership with more complete and credible data to be used for intelligent decision making related to force structure, and weapons procurement. HQ ACC/DO is OPR and HQ AETC/ED is OCR for this program.

**A7.2. The Prime Warrior Program consists of three parts:**

A7.2.1. Formal training as part of USAF Command and Control Training and Innovation Center courses at Hurlburt Field, FL.

A7.2.2. Formal Professional Continuing Education (PCE) courses provided by the Air Force War-gaming Institute (AFWI).

A7.2.3. Mobile training teams (MTTs) in direct support of AFFORs for key exercises and AF participants in key wargames. The intent of these MTTs is to provide on-site training in doctrine, exercise and wargame design to include setting objectives, M&S capabilities and limitations, lessons learned from previous and other exercises and wargames, strategy-to-task methodology, crisis action planning, and other areas as required.

**A7.3. Responsibilities:**

A7.3.1. As OPR, HQ ACC/DO will manage program funding, monitor program performance, support MAJCOM AFFOR Prime Warrior requirements to include creation and manning of MTTs, and review Prime Warrior courses and MTTs for currency, relevance, and responsiveness to exercise and wargame participant needs.

A7.3.2. As OCR, AETC/ED will coordinate with ACC Prime Warrior support for AF-sponsored war-games.

A7.3.3. MAJCOM/DOs and other functional Deputy Chiefs of Staff (DCSs) will validate their AFFOR training requirements and coordinate support with ACC/DO.

**A7.3.3.1. (Added-AFSPC) HQ AFSPC/DOTG will coordinate and validate training requirements for Prime Warrior Training with HQ ACC/DO and HQ AETC/ED, HQ AFSPC/DOTG will act as the focal point for Space Warrior (space specific exercise and war-game training). HQ AFSPC/DOTG will advocate for this training and monitor the course content. The Space Warrior Training will be conducted by HQ SWC/DOT.**

A7.3.4. The AFECT will coordinate other wargame Prime Warrior training and assist with policy and funding issues.

**Attachment 8****AFRC AND ANG SUPPORT FOR KEY EXERCISES AND WARGAMES**

**A8.1.** The AFRC and ANG provide invaluable assistance in improving Air Force participation in key exercises and wargames. The purpose of the AFRC and ANG program for supporting exercises and wargames is to expand existing ARC augmentation capabilities and increase the cadre of trained personnel with expertise in wargaming models, control staff operations, air operations center operations, and other areas. AFRC and ANG support can reduce active duty TEMPO, while providing an enhanced wartime capability. To accomplish this effectively, funding and force listing will be in accordance with AFI 10-204.

**A8.2.** The ARC Exercise and Wargame Support Program consists of the following major areas:

A8.2.1. AFRC and ANG have a history of providing augmentation personnel in exercises. Their personnel have unique expertise in battlestaff procedures, opposition force operations, and M&S systems. In the future, this type of augmentation can be anticipated from the ANG.

A8.2.2. Numerous Individual Mobilization Augmentees (IMAs) are available to augment both player and control staffs when positions cannot be filled from active duty resources. Many of these personnel have previous experience in exercises and wargames.

A8.2.3. Personnel from ANG and AFRC units may be available on a volunteer basis, if adequate lead time can be provided for scheduling and funding.

**A8.3. Responsibilities:**

A8.3.1. The AFRC or ANG will provide a RCLO to HQ USAF/XOC to coordinate and integrate wargaming augmentation and training requirements and match positions against manpower requirements that can be filled by AFRC and ANG personnel. For ANG personnel, exercise augmentation will be an additional duty since the augmentees will be subject to state taskings as well as federal exercise and real world requirements.

A8.3.2. After receipt of NAF and wargaming center augmentation requirements, the MAJCOM responsible for conduct of the key exercise will forward the request for AFRC and ANG wargaming support to the HQ USAF/XOC RCLO Liaison Officer for possible fill from ARC units or IMA resources. These requests should arrive at AF/XOC as soon as possible in the exercise/wargame planning process but not later than 45 days before the beginning of the exercise.

A8.3.3. Details associated with Air Force Specialty Code waivers require coordination with the RCLO. This can best be accomplished by authorizing direct liaison between the RCLO and the MAJCOM exercise and wargaming planning agencies and wargaming centers.